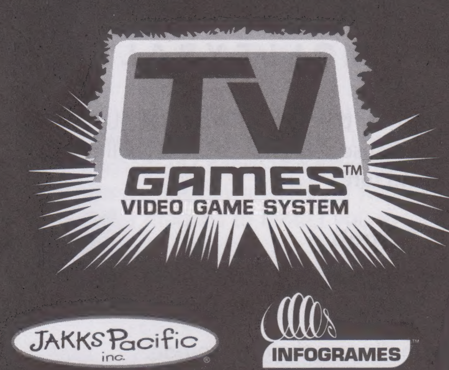
#58079

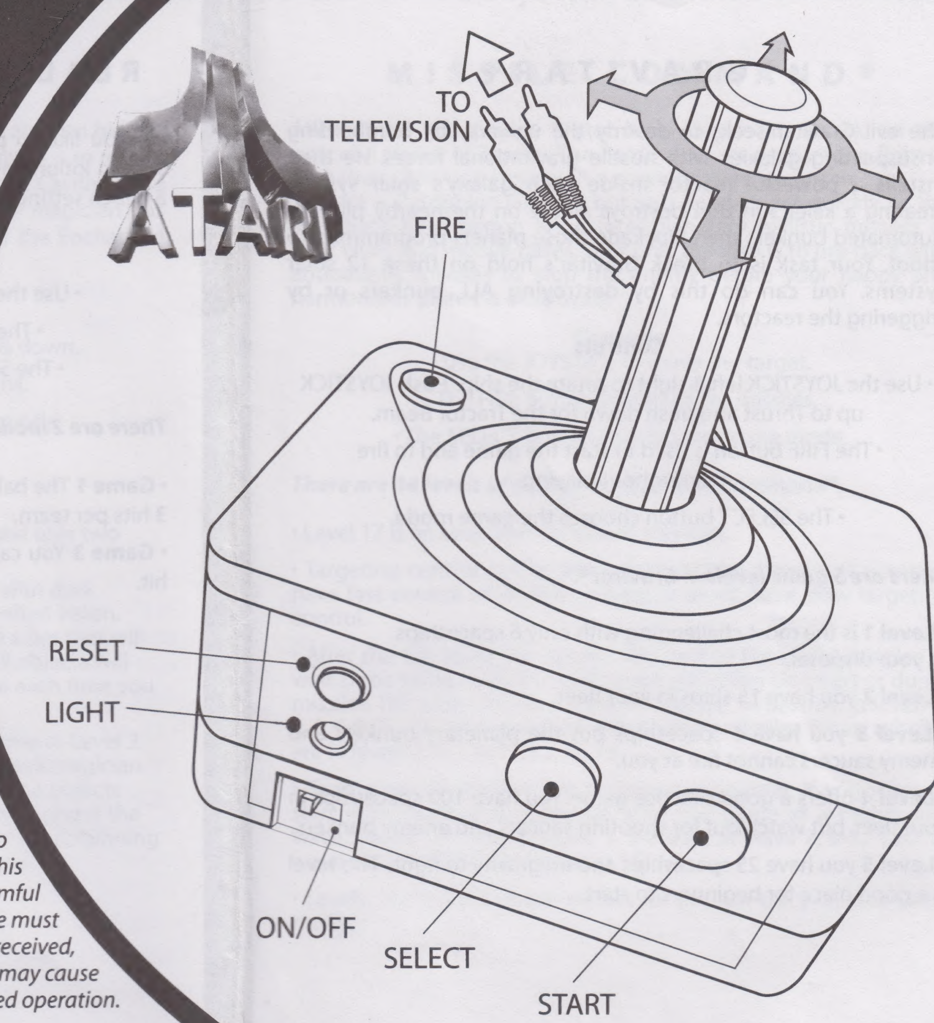


USER'S GUIDE

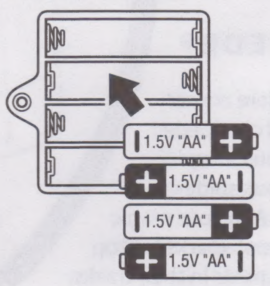
REQUIRES:
• 4 "AA" Alkaline batteries (not included)

WARNING:
• Never mix old and new batteries.
• Never mix alkaline, standard (Carbon-Zinc) and rechargeable (Nickel-Cadmium) batteries.
• Do Not dispose of batteries in fire. Batteries may leak and explode.

The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



Have an Adult Install the 4 "AA" Batteries into your 10-in-1 TV Games ™ Controller following the diagram in the battery compartment.



JAKKS Pacific proudly presents 10-in-1 TV GAMES™. This revolutionary new video game system contains everything you need to play 10 awesome video games directly on your TV - with no other hardware required! It's so simple and so compact, you can take it with you anywhere!

Any TV equipped with Audio/Video input (A/V) Jacks can be used to play TV Games. Simply match the colors of the TV Games plugs to the input jacks on your TV or VCR.*

**When connecting your 10-in-1 TV Games™ through your VCR or TV, it may be necessary to select the LINE OUT function to have the games display on your TV screen. Refer to your TV or VCR User's Guide if you need additional information about your equipment.*



FOR TELEVISIONS WITHOUT A/V LINE INPUT JACKS, PLEASE PURCHASE RADIO SHACK® PART# 15-1244 TO USE AS AN ADAPTER

After you have connected your 10-in-1 TV Games™ controller to your TV, turn on your TV (tune to channel 3, or whichever channel your TV needs to accept line input) and slide the On/Off Switch (of the controller) to ON. Once the game is on, you will see a brief splash screen, then the Menu screen will appear.

To scroll around the menu screen, use the joystick. Once you have highlighted the game you would like to play, press the red FIRE button on the top of the controller to get to the instruction screen, press FIRE again to get the main game screen, then press the START button to start the game. You may also use the SELECT button to change game levels (see the individual game instructions for further details).

AGES 5 & UP

GRAVITAR®

The evil Gravitar seeks to destroy the universe by bombarding unsuspecting galaxies with hostile gravitational forces. He then installs a powerful reactor inside each galaxy's solar system creating a killer sun that destroys all life on the nearby planets. Automated bunkers then blockade those planets programmed to shoot. Your task is to break Gravitar's hold on these 12 solar systems. You can do this by destroying ALL bunkers or by triggering the reactors.

Controls

- Use the JOYSTICK left & right to rotate the ship. Push JOYSTICK up to Thrust and push down for the Tractor Beam.
- The FIRE button is used to start the game and to fire throughout playing.
- The SELECT button chooses the game mode.

There are 5 game levels in Gravitar®.

- **Level 1** is the most challenging with only 6 spaceships at your disposal.
- **Level 2** you have 15 ships in your fleet.
- **Level 3** you have 6 spaceships but the planetary bunkers and enemy saucers cannot fire at you.
- **Level 4** offers a good practice game. You have 100 spaceships in your fleet, but watch out for shooting saucers and enemy bunkers.
- **Level 5** you have 25 spaceships and no gravity to fight. This level is a good place for beginners to start.

REAL SPORTS VOLLEYBALL®

Do you like to play volleyball on the beach? Well, get out your suntan lotion and swimsuit because this game of volleyball offers a beach setting of sea, sand and sun!

Controls

- Use the JOYSTICK to move left, right, up & down.
- The FIRE button is used for special shots.
- The SELECT button chooses the game mode.

There are 2 modes of play for Real Sports Volleyball®.

- **Game 1** The ball can be set or volleyed back for a total of 3 hits per team.
- **Game 3** You cannot set the ball. You must return the ball in one hit.

ADVENTURE™

An evil magician has stolen the Enchanted Chalice and has hidden it somewhere in the kingdom. The object of the game is to rescue the Enchanted Chalice and place it inside the Golden Castle where it belongs. But beware! This is no easy task as the magician has created 3 dragons to hinder you in your quest for the Enchanted Chalice.

Controls

- Use the JOYSTICK to move left, right, up & down.
- The FIRE button is used to drop items.
- The SELECT button chooses the game mode.

There are 3 skill levels in Adventure™.

- **Level 1** is the simplest, having a small kingdom and only two dragons.
- **Level 2** has a much larger kingdom with dark catacombs in which you have limited vision. There are three dragons and a bat that will snatch items from you. All objects will start at the same place each time you play Level 2.
- **Level 3** is the same as Level 2 except that the evil magician has placed all the objects randomly throughout the kingdom at the beginning of the game.

MISSILE COMMAND®

Aliens from the planet Krytol have begun an attack on the peaceful planet of Zardon. The Zardonians are prepared to fight to save their cities and have built a powerful defense system.
You are a Zardonian General but you need to act quickly as the Krytolians have begun firing inter-planetary ballistic missiles at your cities and missile bases. Your only defense is to fire back with antiballistic missiles to stop the enemy before your happy and harmonious planet is destroyed!

Controls

- Use the JOYSTICK to move the target.
- The FIRE button is used to fire missiles.
- The SELECT button chooses the game mode.

There are 34 levels of gameplay in Missile Command®.

- Level 17 is an easy level for young children.
- Targeting control can be either fast or slow. Even level numbers have fast control while the odd game levels have slow targeting control.
- After the 6th wave, the enemy will start to fire cruise missiles as well. Depending on game level, these will either be smart or dumb missiles. The smart missiles are much harder to destroy. In levels 1, 2, 5, 6, 9, 10, 13, 14 they will be dumb cruise missiles. Smart missiles are in levels 3, 4, 7, 8, 11, 12, 15, 16.
- Each wave of missiles get progressively harder. If you want to start with more of a challenge, start the game at a higher first wave. Levels 1-4 start at wave 1, 5-8 start at wave 7, 9-12 start at wave 11, and 13-16 start at wave 15.
- Levels 18-34 are 2 player modes for each of the previous game modes.

FIRE
RESET
LIGHT
ON/OFF
SELECT
START

ASTEROIDS®

Your spaceship is trapped in a deadly asteroid belt. You will have to destroy the drifting asteroid boulders before they destroy your spaceship, but watch out for enemy spacecraft. Fire your missiles to destroy the boulders and the enemy.

Controls

- Use the JOYSTICK left & right to rotate the ship. Push JOYSTICK up to Thrust and push down for Hyperspace, Shields & Flips.
- The FIRE button is used to start the game and to fire throughout play.
- The SELECT button chooses the game mode.

There are 66 game modes for Asteroids®.

- The speed of the asteroids can be either fast or slow. The game modes for each are: odd modes are slow & even modes are fast.
- You earn an extra ship every 5,000, 10,000, 20,000 points or no extra ships, depending on the mode. This changes every two game modes (1-2 =5,000, 3-4 = 10,000, 5-6 = 20,000, 7-8 = None, 9-10 = 5,000, etc.).
- Your ship has special features. Hyperspace (Game modes 1-8) will transport your ship a small distance. Shields (Game modes 9-16) will protect your ship from asteroids. Flip (Game modes 17-24) will turn your ship around. In modes 25-32, your ship is without any of these special features.
- Mode 33 is a special easy level for young children.
- Modes 34-66 are the 2 player version of the previous game modes.

CENTIPEDE®

Watch out! Here comes a slithering centipede, a poisonous scorpion, a mischievous spider and a pesky flea! Aim your magic wand and shoot sparks to stop these pests in their tracks.

Controls

- Use the JOYSTICK to move left, right, up & down.
- The FIRE button is used for shooting.
- The SELECT button chooses the game mode.

There are two game modes in Centipede®, standard & easy.

In easy mode, the flea & spider will not harm you and the centipede will never change its formation.

PONG®

Pong is played much like tennis. Each player rallies the ball by moving the paddles on the playfield. A player scores one point when the opponent misses a ball. The first player to score 21 points wins the game.

Controls

- Use the JOYSTICK to move up & down.
- The FIRE button is used for special shots.
- The SELECT button chooses the game mode.

Pong® has two game modes.

- **Game 1** Press the fire button when you hit the ball to speed up the shot.
- **Game 2** Press the fire button after hitting the ball to give it extra spin and change its course.

BREAKOUT®

Smash! Pow! Crunch! A brick wall appears at the top of the screen and your mission is to smash two walls off the playfield - one brick at a time. You only get 5 balls per game and each time the ball hits a brick, the brick disappears and you score points.

Controls

- Use the JOYSTICK (left/right) to move the bat.
- The FIRE button is used to launch balls.
- The SELECT button chooses the game mode.

There are 12 game modes for Breakout®.

- **Games 1-4** are standard Breakout.
- **Games 5-8** are timed Breakout, where the object is to clear the bricks in the shortest time.
- **Games 9-12** are Breakthru. In this variation, the ball will not bounce off of the bricks but continue through them in a line. The score is counted the same as in standard Breakout.
- Games 1-5 and 9 have no special features.
- Games 2, 6 and 10 allow you some control in steering the ball.
- Games 3, 7 and 11 allow you to catch the ball by holding the fire button as the ball hits the paddle. You can then reposition and release the ball by releasing the fire button.
- Games 4, 8 and 12 have invisible bricks. They only appear as the ball strikes one of them.

#58079 V2

YARS' REVENGE®

The mighty, yet peaceful, Yars are descendants of Earth's common housefly. They have used their powers to establish thriving communities on Planets III, IV and V in the Razak Solar System. Suddenly, without warning, they were attacked by the ruthless Qotile. These evil creatures vaporized Planet IV and are now determined to destroy the Yars' entire civilization! As an expert warrior, can you help protect the Yars' homeworld and avenge the destruction of Planet IV?

Controls

- Use the JOYSTICK to move left, right, up & down.
- The FIRE button is used to start the game and to fire throughout playing.
- The SELECT button chooses the game mode.

There are 8 modes of play for Yars' Revenge®.

- **Game 0** is the simplest version, a good choice for young children to play. It features a slow Destroyer Missile.
- **Game 1** is the two-player version of Game 0.
- **Game 2** is the "normal" game with two alternating Shield configurations plus a Destroyer Missile and a Swirl traveling at normal speed.
- **Game 3** is the two-player version of Game 2.
- **Game 4** features a Zorlon Cannon that bounces off the shield. Watch out! It can destroy you on its return flight. There are two alternating Shield configurations, plus a Destroyer Missile and a Swirl traveling at normal speeds.
- **Game 5** is the two-player version of Game 4.

ULTIMATE YARS (Games 6 and 7)

Ultimate Yars features a bouncing Zorlon Cannon, plus some unusual twists that distinguish it from the other Yar Games. First you must bounce the Yar against the left side of the screen to make the Zorlon Cannon appear. Also, to make the cannon appear, you need five TRONS. TRONS are units of energy which you can collect at the following rate:

1. Eat a cell from Shield - 1 TRON
2. Touch the Qotile - 2 TRONS
3. Catch a Zorlon Cannon shot after it bounces off the Shield - 4 TRONS

If a Yar bounces off the left side with less than five TRONS, it will not get a shot, but it won't lose the TRONS it has either. (Each time a Yar is destroyed, it loses its TRONS). Each Yar has a capacity of 255 TRONS. If a Yar tries to take on more than that, it will short out and the Yar will lose all its TRONS. The count of TRONS is not displayed on the screen. Yar scouts understand the count instinctively.

- **Game 6** is the one-player version of ULTIMATE YARS.
- **Game 7** is the two-player version.

CIRCUS ATARI®

Pop! Pop! Pop! Pop the balloons and score points. A wall of red, blue and white balloons will appear at the top of the screen. You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons.

Controls

- Use the JOYSTICK (right/left) to move the seesaw.
- The FIRE button is used to flip the seesaw around.
- The SELECT button chooses the game mode.

There are 8 game modes of Circus Atari®.

- Games 1-6 can be one or two player, but Games 7 & 8 are two player only.
- **Game 1** is called Breakout Circus. As the clown pops balloons he rebounds from them both horizontally and vertically. Each time a full row of balloons is popped a new row appears and you receive bonus points. When the top row of red balloons are all popped, you receive an extra clown.
- **Game 2** is like Game 1, except there are barriers added below the balloons.
- **Game 3** is called Breakthru Circus. In Breakthru Circus, the clown does not rebound off the balloons. He continues to move in a horizontal direction off the balloons. Scoring is the same as Game 1.
- **Game 4** is Breakthru Circus with a row of barriers added below the balloons.
- **Game 5** is similar to Breakout Circus, except the balloons do not "restore" after the full row is popped. All balloons on the screen must be popped before you receive three new rows of balloons, 170 bonus points and an extra clown.
- **Game 6** is the same as Game 5, but with the additional row of barriers added below the balloons.
- **Game 7** is for two players. Both players share the same wall of balloons. The computer tracks each player's score individually.
- **Game 8** is the same as Game 7 but has the addition of barriers below the balloons to make the game more challenging.

FIRE
RESET
LIGHT
ON/OFF
SELECT
START

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

NOTE
IF YOU EXPERIENCE SCREEN PROBLEMS SUCH AS GHOSTING OR FADING, BATTERIES MAY NEED TO BE CHANGED.

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